THE DOMINION OF CANADA TRAP SHOOTING AND GAME PROTECTIVE ASSOCIATION

CONSTITUTION BY-LAWS & SHOOTING RULES

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The Dominion of Canada Trap Shooting and Game Protective Association...

Special Notice

The Association hopes that every member will peruse the contents of this book, so as to thoroughly familiarize himself therewith, and trusts that it will be carefully preserved as a reference. **Remember,** "Ignorance of the Law is no Excuse."

Constitution, By-Laws and Shooting Rules.

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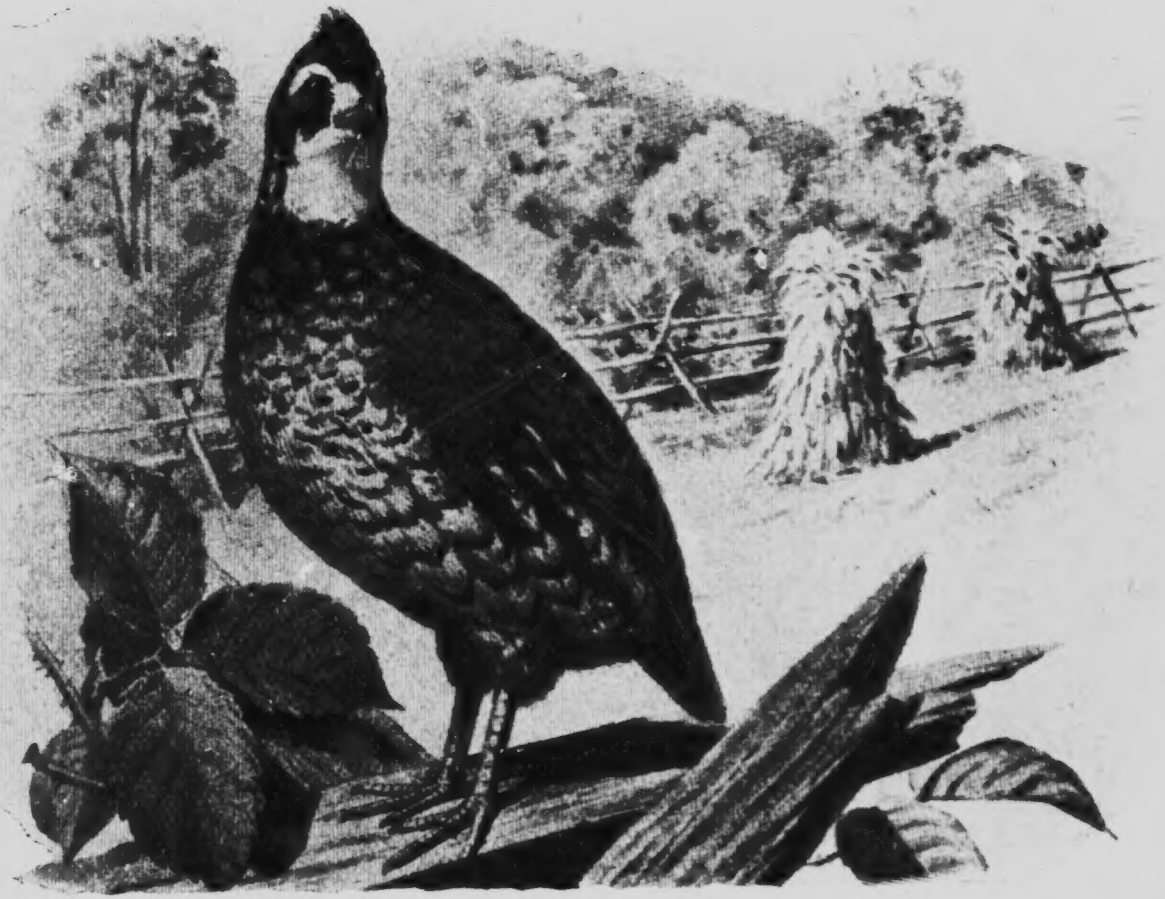

"BOB WHITE."

CONSTITUTION

ARTICLE I—Name.

THE Association shall be known as "THE DOMINION OF CANADA TRAP SHOOTING AND GAME PROTECTIVE ASSOCIATION."

ARTICLE II—Objects.

The objects of the Association are to promote improvement in the art of trap shooting; to secure uniformity of rules for such shooting among the various affiliating clubs; to co-operate in improving the laws for the protection of fish and game; and to assist in enforcing such laws.

ARTICLE III—Membership.

Any regularly organized Gun Club in the Dominion of Canada, having not less than ten members, resident in Canada, or any private individual who is a *bona fide* resident in Canada, (and has been so for three months prior to the annual tournament), may affiliate with this Association.

ARTICLE IV—Officers.

The officers of this Association shall consist of a President, two Vice-Presidents, and a Secretary-Treasurer, who, with nine other members, to be elected annually, shall form an Executive Committee.

ARTICLE V—Term of Office.

All officers shall hold office until their successors have been elected. Any vacancy occurring in any of the offices by resignation or otherwise shall be temporarily filled by the Executive Committee.

ARTICLE VI—Annual Meeting.

The annual meeting of the Association, for the election of officers, and fixing of date and location of the annual tournament, shall take place on the evening of the first day of the annual tournament; and the club under whose management it is held shall provide a suitable place for such meeting.

ARTICLE VII—Special Meetings.

Upon request, in writing, of five members of the Executive Committee, the President shall call a special meeting of the Association, notifying the Secretary, who shall give notice to members, in writing, of such meeting at least five days prior to the date selected.

ARTICLE VIII—Quorum.

At any meeting of the Association ten regularly appointed representatives shall form a quorum.

ARTICLE IX—Membership Fees.

Affiliating Clubs shall pay an annual fee of $5.00, which will entitle their members (resident in Canada) to all the privileges of the Association. Individuals may become members of the Association, and have like privileges, on payment of a fee of $1.00 per annum, provided such fees be paid on or before the 15th June; but, subject to the approval of the Executive Committee, any club or indivi-

dual who may desire to affiliate after this date, and prior to the annual tournament, shall be at liberty to do so on payment of a fee of $10.00 and $2.00, respectively.

ARTICLE X—Assessments.

If at any time the funds of the Association shall become exhausted, an assessment shall be made on all affiliating clubs and individuals, to meet the deficiency.

ARTICLE XI.

No addition or alteration shall be made to this Constitution without a two-thirds vote of the qualified representatives present at the annual meeting.

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BY-LAWS

ARTICLE I—Arrears.

SHOULD any club or individual be in arrears for dues or assessments, such club or individual shall not be entitled to vote at any meeting of the Association, or to compete for any prizes offered by the Association.

ARTICLE II—Representation and Voting.

Each club shall be entitled to send two representatives to all meetings of the Association, who shall file with the Secretary a certificate of their election or appointment, signed by the President or Secretary of the club they represent. The individuals affiliating shall also be entitled to two representatives for every ten affiliations. Only duly accredited representatives and officers of the Association shall be entitled to vote.

ARTICLE III—Duties of Officers.

SECTION 1. It shall be the duty of the President to preside at all meetings of the Association, to preserve order, and to enforce the rules and regulations of the Association.

SECTION 2. It shall be the duty of the First Vice-President to perform the duties of the President, in that officer's absence.

SECTION 3. It shall be the duty of the Second Vice-President to perform the duties of the President, in the absence of the President and First Vice-President.

SECTION 4. It shall be the duty of the Secretary-Treasurer to keep an accurate record of all the proceedings of this Association, and of the Executive Committee; to keep a correct list of the several subordinate Associations or Clubs, with the names and addresses of their respective officers and members; to make all necessary reports pertaining to his office; to issue all notices of meetings; to take charge of all communications, and reply thereto in accordance with such instructions as he may receive from the Association, and to keep in a book a copy thereof; to do such other acts and things in the line of his duty as shall be required of him by the Association; to receive and hold all the funds of the Association, depositing the same in a Chartered Bank to the credit of the Association, withdrawable only by the order of the President and Treasurer, and to keep an accurate account of the same and of moneys paid out by order of the Executive Committee. He shall pay all bills or accounts which have been approved by the Executive Committee, and shall make a full report in writing to the Association at its annual meetings. His books shall be subject to audit and the inspection of the Executive Committee at all times; and at the expiration of his term of office, he shall surrender to his successor all books, papers, moneys and other property of the Association.

SECTION 5. It shall be the duty of the Executive Committee to have a general supervision of the affairs of the Association; to take charge of the property of the

Association, not otherwise provided for; and to perform such other duties as may be assigned to it.

ARTICLE IV—Meetings of Executive.

Meetings of the Executive Committee shall be called by the President at such times and places as he may deem necessary, or when requested to do so by three or more members of the Committee. Five members shall form a quorum.

ARTICLE V—Auditors.

Two Auditors shall be appointed by the President at the annual meeting, whose duty shall be to audit the books of the Secretary-Treasurer, and those of the Club under whose management the annual tournament was held in so far as they relate thereto, and report at the succeeding annual meeting of the Association.

ARTICLE VI—Annual Tournament.

An annual Trap Shooting Tournament shall be given by the Association, at a time and place to be decided upon at the annual meeting, which tournament shall be open to Canadian amateurs who are members of an affiliated Gun Club, or who have paid the individual affiliation fee. (See Articles III and IX of the Constitution.)

ARTICLE VII—Register of Names.

Every competitor, on making his first entry at the annual tournament of the Association, shall register with the Secretary, in a book to be provided for the purpose, his correct name and address, and the name of the club he represents.

ARTICLE VIII—Members of Two or More Clubs.

Should a prospective competitor be a member of more than one affiliated club located at his place of residence, or equally distant therefrom, he must elect which club he intends to represent, and shall notify the Secretary of the Association, in writing, of his election, at least ten days prior to the date of the annual tournament. Failure to observe this Article shall debar him from competing in team events, unless excused by the Executive Committee.

ARTICLE IX—Manufacturers' Agents and Non-Members.

All paid representatives, whether paid in shells, guns, money or otherwise, and all those representing companies manufacturing guns, shot, shells, or powder, shall be barred from participating for sweepstakes, purses and trophies at the annual tournament, but are eligible to shoot for "targets only," for the purpose of displaying their goods; and shall accept the Association's handicap. The decision as to who such men are shall be left at all times to the Executive Committee. Non-Members will be allowed to shoot for "targets only."

ARTICLE X—Rules Governing Tournaments.

The Rules of the Association shall govern all tournaments held under its auspices.

NOTE—It is strongly recommended that all affiliated clubs adopt the Association's Shooting Rules and thus give effect to Article II of the Constitution.

ARTICLE XI—Team Entries.

(1) All team entries (except two men team events) must be in the hands of the Secretary not later than 1 p.m. on the day preceding the event to which the entry

applies, together with the names of the team and two substitutes. The Secretary will post a copy on the "Notice Board," and any objection thereto must be lodged, in writing, with him not later than 7 p.m. of the same day.

(2) It must be distinctly understood that no objection will be taken to any team entry on the ground that all of the members composing it do not reside at the headquarters of the club they represent, but no club shall have the right to name as a member of its team (or teams) any person who resides outside of Canada, or who resides at any other place in Canada where there is a Gun Club affiliated with the Association. (See also Article VIII.)

(3) An affiliated club may enter as many teams as it chooses.

NOTE—Gun Clubs located in suburbs of cities shall be considered as of such cities.

ARTICLE XII—"Mail Trophy."

Whereas the "Mail Trophy," emblematic of the five man team club championship of Canada, was handed over to the Association by the St. Hubert Gun Club, of Ottawa, to be competed for by teams of five men from any of the affiliating Gun Clubs, and the Association has accepted the same.

Therefore the conditions governing the contest shall be as follows :

(1) The Trophy shall be shot for at the Annual Tournament of the Association.

(2) It shall be shot for by teams of five men who must all be members of one Club in good standing in this Association and present a certificate, in writing, from the President or Secretary of their respective Clubs that they

are and have been *bona fide* members of such Clubs for a period of three months before the date of the cup contest. All entries must conform to Articles VIII and XI of these By-Laws. The number of targets to be 50 per man, and competitors shall stand at the 16 yard mark. Further conditions to be at the option of the club on whose grounds the Tournament is held, subject to the approval of the Executive Committee.

(3) Each team shall pay an entrance fee of $15, birds included, and the amounts received for such entrance fees shall be divided as follows, after deducting price of birds:

If there are 2, 3, 4, 5 or 6 entries—60% and 40%.

If there are 7, 8 or 9 entries—50%, 30% and 20%.

If there are 10, 11, 12, 13, 14 or 15 entries—40%, 30%, 20% and 10%.

The team making the highest score to take the cup for the year and first money. The next highest team to take second money, and so on.

(4) The Club winning the trophy shall give a bond for $300, to be approved by the Executive Committee, as security for its safe keeping and production at the next Annual Tournament of the Association; and insure the cup.

ARTICLE XIII—"Grand Canadian Handicap."

(1) The cup provided and owned by the Association and known as the "Grand Canadian Handicap Trophy," shall be shot for at the Annual Tournament of the Association; the number of targets to be 50, and the entrance fee $6.00, including birds.

(2) The handicap for this event will be specially arranged by a Handicap Committee, who shall be appointed by the Executive Committee.

(3) The winner of the trophy will be required to give a bond for $100, to be approved by the Executive Committee, as security for its safe keeping and production at the next Annual Tournament of the Association ; and insure the cup.

(4) The Association will each year present to the winner a gold medal (value $15.00) to commemorate the event.

ARTICLE XIV—Championships.

(1) The "Mail Trophy" shall represent the Five Men Team Club Amateur Championship of Canada.

(2) At each Annual Tournament there shall be an event emblematic of the Two Men Team Amateur Championship of Canada, 25 targets a man, entrance $5.00 a team ; competitors to be members of the same club and residents of the same town ; and they shall stand at the 16 yard mark. (See Article VIII of these By-Laws.)

(3) At each Annual Tournament there shall be an event emblematic of the Eight Men Team Club Amateur Championship of Canada, 20 targets a man, entrance $16 a team ; all competitors shall stand at the 16 yard mark. All entries must conform to Articles VIII and XI of these By-Laws.

(4) At each Annual Tournament there shall be an event emblematic of the Individual Amateur Championship of Canada ; 50 targets, entrance free ; all competitors to stand at the 16 yard mark.

Further conditions governing the above events may be imposed by the Executive Committee.

ARTICLE XV—Club Having Charge of the Annual Tournament.

(1) In case it is decided to hold the Annual Tournament at a place where there is more than one Gun Club affiliated with the Association, the decision as to which Club shall have charge of the Tournament shall be settled at the Annual Meeting by vote.

(2) The Club having charge of the Annual Tournament shall consult with the Executive Committee of the Association as to all arrangements for traps, trappers, grounds, etc., such arrangements to receive the final approval of the Committee; and shall keep an accurate account of all receipts and disbursements in connection with the Tournament and forward copy of same to the Secretary-Treasurer of the Association immediately upon the close of the Tournament.

(3) Fifty per cent. of the net profits at any Annual Tournament shall be handed over to the Association by the Club managing the Tournament, and the remaining fifty per cent. shall belong to the managing Club.

ARTICLE XVI—Order of Business.

1. Meeting called to Order.
2. Reading and confirming Minutes of previous Meeting or Meetings.
3. Reports of Officers.
4. Reports of Committees.
5. Communications.
6. Business arising out of the Minutes.
7. Notices of Motion.
8. General Business.

9. Selection of place and date of holding next Annual Meeting.

10. Election of Officers.

11. Adjournment.

ARTICLE XVII—Amendments.

No addition or alteration, shall be made to these By-Laws without a two-thirds vote of the qualified representatives present at the Annual Meeting.

The foregoing Constitution and By-Laws were unanimously adopted by the Association at its Annual M[illegible]ng held in the King Edward Hotel, Toronto, August 1[illegible]

A. W. THROOP,
Sec'y-Treas.
(Ottawa.)

THOMAS A. DUFF,
President.

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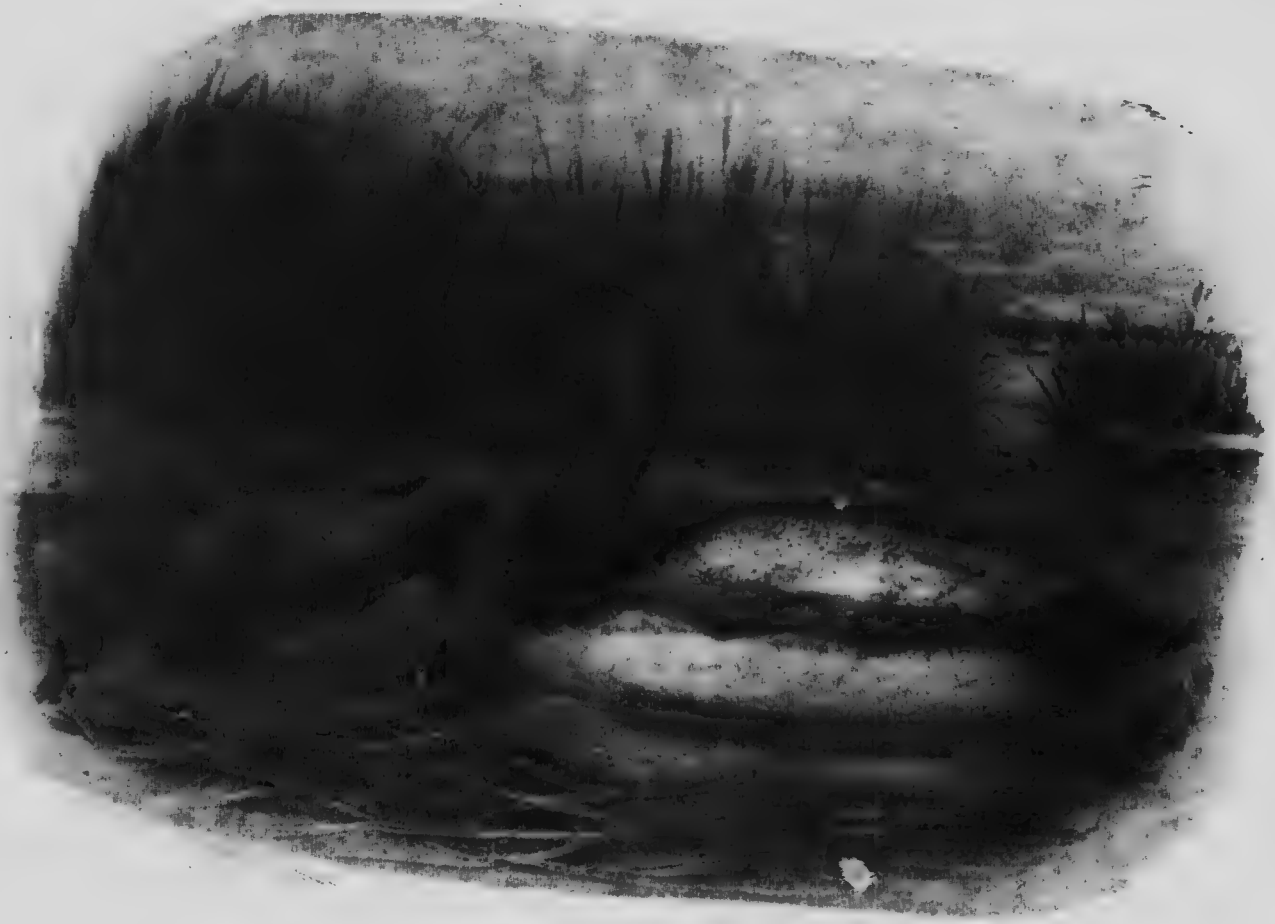

CANVAS BACKS.

TRAP SHOOTING RULES

FOLLOWING are the rules of The Dominion of Canada Trap-Shooting and Game Protective Association. They are generally accepted as the Canadian authority and govern all important matches and tournaments.

BROKEN TARGET.

A broken target is one which has at least a visible piece or pieces broken from it, or which is completely reduced to dust, or which has a visible section broken from it even though such section be broken into dust by the contestant's shot.

DUSTED TARGET.

A dusted target is one from which more or less dust is knocked by the contestant's shot, but which shows no visible diminution in size therefrom. A dusted target is not a broken target.

DULY NOTIFIED.

A contestant is duly notified to compete when his name is called out by the Referee, Scorer, or other person authorized to do so by the Management. If a squad-hustler is furnished, it is a matter of courtesy only, and

does not in the least relieve the contestant from responsibility. It is the duty of each and every contestant to be promptly on hand to compete when called to do so. Failing therein, each contestant is responsible for his acts of negligence.

PULL.

Besides being a command to the Puller, the command "Pull" is a declaration by the contestant that he is in the competition, and thereafter he must abide by the result.

BALK.

Any occurrence not chargeable to the contestant, which directly and materially interferes with him and the equity of the competition after he calls "Pull," constitutes a balk, if it deters him from shooting or if it coincidentally interferes with him when he actually shoots; but if he shoots after the balk occurs, he must abide by the result. The Referee shall alone decide on a claim of balk, and the claim can be made only by the party directly interested. Misfires, etc., are considered as balks.

DISQUALIFICATION.

Disqualification carries with it a forfeiture of all entrance money and rights in the competition to which it relates.

JARRING BACK.

Jarring Back is a term which denotes that from the concussion of the first barrel the safety has been jarred back to safe. The slipping back is not infrequently caused by the thumb of the shooter, but whatever may be the cause, the contestant must abide by the result.

WALK AROUND.

Walk around denotes that, after shooting, each contestant walks to the next consecutive firing point to shoot again. After shooting at No. 5, the contestant next shoots at No. 1.

NO BIRD OR NO TARGET.

After the Referee declares a "no bird" or a "no target," such bird or target is thereafter no part of the competition and is irrelevant to it.

WIDELY DIFFERENT ANGLES.

When a target varies more than thirty degrees either way, in shooting at known angles, it may be refused by the contestant, but he does so subject to the decision of the Referee as to whether it was a legal angle or not.

SIMULTANEOUS DISCHARGE.

A simultaneous discharge is one wherein both barrels are discharged together, or nearly together, from any cause.

PIVOT MAN.

In squads of six, the system of shooting is "walk around," and five men at the firing points, the man in waiting is the pivot man. When No. 1 shoots, the pivot man takes his place at No. 1 firing point, and, each contestant moving to the next place, No. 5 man, after shooting thereafter, is the pivot man,

INNING.

The term "inning" denotes a contestant's time at the firing point, commencing with the call of "Pull" and ending accordingly, as specified in these Rules.

TARGETS.

RULE 1—The Management.

SECTION 1. The Management of The Dominion of Canada Trap Shooting and Game Protective Association reserves the authority to reject any entry without giving any reason therefore, and to disqualify, in whole or in part, any contestant who acts ungentlemanly, or disorderly, or who handles his gun dangerously.

SECTION 2. The Management or its authorized representative shall appoint a Referee, or a Referee and Judges, and a Scorer or Scorers, and a Trap Puller or Trap Pullers, and such other assistants as it may deem to be necessary.

RULE 2—The Referee.

Besides attending to the special duties as set forth hereinafter, the Referee shall adjudicate the competition. He shall distinctly announce the result of each shot by calling out "dead" or "broke" when the target is broken, and "lost" when the target is unbroken. He shall decide all other issues which arise in relation to the direct competition. His decision in all cases shall be final.

RULE 3—The Referee and Judges.

Whenever a Referee and Judges are appointed, the Referee's sole duty shall be to decide any and all disagreements between the Judges and, pending the issue thereof and the Referee's decision thereon, there shall be no competition. The Judges shall assume the responsibilities and are vested with the authority set forth in Rule 2 concerning the Referee, except that, in case of any disagreement between them, they shall forthwith submit it to the Referee, and his decision thereon shall be final.

RULE 4—The Scorer.

The Scorer shall keep an acurate record of each shot of each contestant. Accordingly as the Referee calls "dead," "broke," or "lost," the Scorer shall promptly respond with the call "dead," "broke," or "lost." He shall mark the figure "1" for "dead" or "broke," and a "0" for "lost." The official score shall be kept on a score board or sheet in plain view of the contestant, and it will be his duty to see that the right score is recorded. In case of error it will be the duty of contestant in whose score the mistake has occurred to have it corrected before he fires at two more targets, otherwise the score must stand as shown on the score board. It will also be the duty of the contestant to see that the correct result is transcribed from the score board to the sheet which is sent to the office. In case of error it must be corrected at once, as no appeals will be allowed after the contestant has left the traps.

RULE 5—The Puller.

SECTION 1. The Puller shall have charge of springing the traps. He shall spring the trap or traps instantly in response to the contestant's call of "Pull."

SECTION 2. The Puller shall have an unobstructed view of the contestants at the firing points.

SECTION 3. When a mechanical device is used to determine which trap shall be sprung, the Puller shall be so placed and shall so act that any contestant at the firing point cannot know in advance which trap is to be sprung.

SECTION 4. The Management may appoint an assistant Puller to take charge of the mechanical device, and

to require that the traps be sprung accordingly as determined by it.

SECTION 5. If the Puller springs the traps so negligently or so irregularly as to impair the equity of the competition, the Management may forthwith remove him.

RULE 6—Contestant.

SECTION 1. A contestant is prohibited from loading his gun at any time other than when he is at the firing point. In single target shooting, he shall place only one cartridge in his gun, and he shall open it and remove therefrom the cartridge or empty shell before turning from or leaving the firing point. Should any contestant wilfully violate this Section of this Rule, or violate it after having been warned, the Referee or the Management may fine him from $1.00 to $5.00, or may disqualify him.

SECTION 2. When at the firing point ready for competion, the contestant shall give distinctly the command "Pull" to the Puller, and, after giving such command, such contestant is unqualifiedly in the competition.

SECTION 3. A contestant may hold his gun in any position.

SECTION 4. A contestant must be at the firing point within three minutes after having been duly notified to contest; failing therein, he may be find $1.00 by the Referee or the Management, or may be disqualified. However, when so requested by a contestant, the Referee may grant a reasonable delay to him.

SECTION 5. Shooting on the grounds in any place other than at the firing points is prohibited.

RULE 7—Challenge.

A contestant may challenge the load of any other contestant, under Section 2 of Rule 9. Such challenge must be in writing, and signed by the challenger, and must have $5.00 forfeit posted therewith in the hands of the Management. On receipt of such challenge, the Management shall obtain a cartridge or cartridges from the challengee when he is at the firing point, and if, after public examination of the cartridge or cartridges so obtained, the Management finds that the Challengee was violating Section 2 of Rule 9, he may be disqualified or not, accordingly as the Management deems the offense to have been wilfully committed, or otherwise. In case the challengee is wholly innocent of any violation of Section 2, Rule 9, the $5.00 forfeit shall be paid to him ; otherwise it shall be returned to the challenger.

RULE 8—Targets.

SECTION 1. If a contestant does not shoot in any of the instances hereafter specified, the Referee or Judge, shall declare a "no target," but if the contestant shoots the result shall be scored, respectively,

(*a*) when the trap is sprung at a material interval of time before or after the call of "Pull" ;

(*b*) when the trap is sprung without any call of "Pull" ;

(*c*) when a target which should be thrown at a known angle is thrown at a widely different angle ;

(*d*) when, in single target shooting, two targets are thrown at the same time ;

(*e*) when, five known traps being used, a target is thrown from any trap other than the one which corresponds in number to that of the firing point at which stands the contestant whose turn it is to shoot.

SECTION 2. It is a "no target," and the Referee shall allow another target, or targets (*b*), respectively,

(*a*) when a contestant shoots out of turn.

(*b*) when, in double shooting, both barrels of the contestant's gun are discharged simultaneously;

(*c*) when two contestants, or when a contestant and a non-contestant, shoot at the same target;

(*d*) when there is a misfire of the contestant's gun or cartridge. A contestant who uses a gun or cartridge which has once misfired in the competition must abide by the results, if he knowingly uses either in the competition thereafter;

(*e*) when a broken target is thrown. It is a "no target," whether hit or missed;

(*f*) when a contestant is balked;

(*g*) when there is any other reason not provided for in these rules, if, in the opinion of the Referee, it materially affects the equity of the competition.

SECTION 3. In double target shooting, if the contestant does not shoot, the Referee shall allow him another pair when one target follows the other after a material interval of time, instead of taking flight simultaneously.

SECTION 4. In double target shooting, the Referee shall declare "no targets," whether the contestant shoots or not, respectively,

(*a*) when only one target is thrown;

(*b*) when both targets are broken by one shot.

(*c*) when one target is a piece or both targets are pieces.

SECTION 5. When, in double target shooting, the contestant uses a magazine gun, it is "no targets," and the Referee shall allow another pair, respectively,

(*a*) when, in the attempt to eject the empty shell, the head of it is pulled off, thereby leaving an obstruction in the chamber of the gun and preventing the reloading for the second shot;

(*b*) when, after the first shot is fired and the gun is opened properly, the extractor fails to extract the empty shell.

SECTION 6. When, in double target shooting, the contestant uses a magazine gun, it is not "no targets," and the Referee shall not allow another pair, respectively,

(*a*) when, after the first shot, the empty shell, although it be extracted from the chamber, is not ejected from the gun, thereby preventing the reloading for the second shot;

(*b*) when there is any failure to shoot, caused by a cartridge too thick or too long, or any failure whatsoever caused by a reloaded cartridge.

RULE 9—Lost Target.

Except in the cases otherwise provided in these Rules, the Referee shall declare the target "lost." respectively,

(*a*) when a contestant fails to break the target;

(*b*) when the contestant fails to fire because his gun

was unloaded or uncocked, or because the safety was faultily adjusted, whether from his own oversight or not; or when he fails to shoot from any other cause chargeable to his own oversight or neglect.

RULE 10—Broke.

The Referee or Judge shall declare the target "broke" or "dead," when it is broken in the air under the conditions prescribed by these rules. A dusted target is not a broken target. Shot marks in a "pick up" shall not be considered as evidence of a broken target.

RULE 11—Guns and Loads.

SECTION 1. No contestant shall use a gun whose bore is larger than a 10 gauge.

SECTION 2. No contestant shall use any load of shot greater than one and one quarter ounce, any standard measure, struck.

RULE 12—Traps, Screens, Firing Points.

For the competition, the Management shall provide five traps, or three traps Sergeant system.

Five Traps—The five traps shall be numbered 1, 2, 3, 4, 5, from left to right, consecutively. In competition, the traps may be pulled from left to right, or from right to left, as may be determined by the Management. Each trap shall have sufficient power and adjustment to throw the targets not less than forty yards, nor more than sixty yards, and with a flight not less than six feet nor more twelve feet high at a point ten yards from the trap. The traps shall be set approximately level, equi-distant from each other, three or five yards apart, and placed in a straight line. (See Diagram I, page 27.)

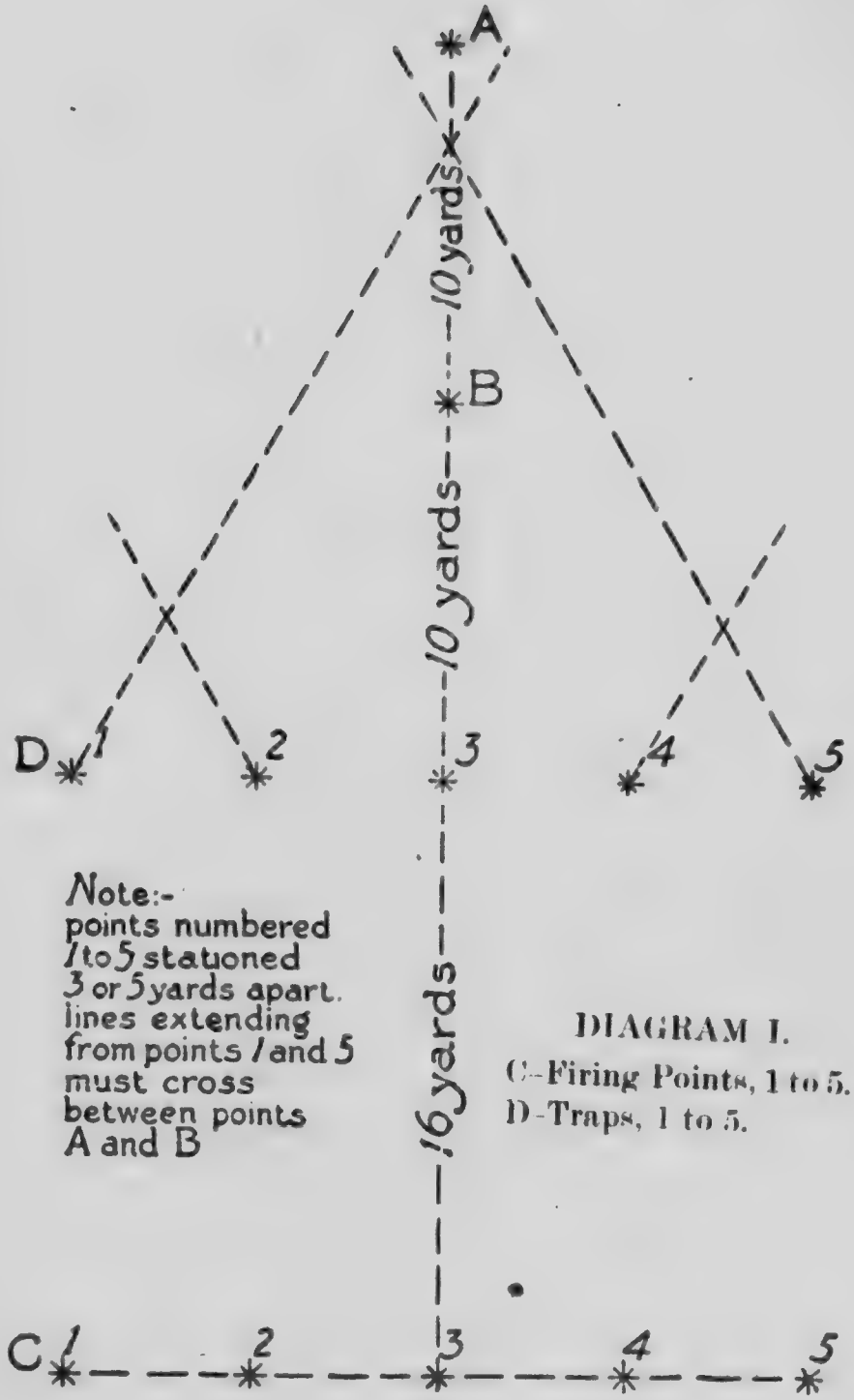

DIAGRAM I.

C–Firing Points, 1 to 5.
D–Traps, 1 to 5.

Pits or Screens.

SECTION 1. Pits or screens shall be used to protect the trappers. The screens shall not be higher than is necessary for such protection.

SECTION 2, The Management shall see that the traps are properly set and adjusted at the beginning of the competition, and so kept to the finish thereof.

SECTION 3. The firing points shall be in a straight line, parallel with the line of the traps. They shall be sixteen yards therefrom in single target shooting other than handicaps. (See Rule 20 for double target shooting.)

Firing Points—The firing points shall be numbered 1, 2, 3, 4, 5, from left to right, and shall be three or five yards apart, accordingly as the traps are three or five yards apart. (See Diagram I, page 27.)

RULE 13—Squads.

SECTION 1. Contestants shall shoot in squads of five, except in case of Section 2 of this Rule. In 10-target events, each contestant shall shoot at two targets at each firing point, consecutively. In 15-target events, each contestant shall shoot at three targets at each firing point, consecutively. In 20-target events, each contestant shall shoot at four targets at each firing point, consecutively. In 25-target events, each contestant shall shoot at five targets at each firing point, consecutively.

SECTION 2. In case the Management deems it best for the contestants to compete in squads of six, it shall be after the manner called "walk around."

RULE 14—Flights, Known Traps, Known Angles.

The flight of targets shall be: Nos. 1 and 4 shall throw right-quartering targets; Nos. 2 and 5. left-quartering targets; No. 3, a straightaway. The flights from Nos. 1 and 5 shall cross that of No. 3 at a point not less than ten yards nor more than twenty yards from No. 3; the flight of No. 2 shall cross that of No. 1 at a point not less than five yards nor more than ten yards from No. 1; the flight of No. 4 shall cross that of No. 5 at a point not less than five yards nore more than ten yards from No. 5.

(See Diagram I, page 27.)

RULE 15—Known Traps, Unknown Angles.

When shooting is at unknown angles from known traps, the contestant shall know which trap is to be sprung, but shall not know the flight of the target. The Management shall require the trappers to change the flights frequently.

RULE 16—Unknown Traps, Known Angles.

(Called Expert Rules, One Man Up.)

SECTION 1. The contestant shall stand at No. 3 Firing Point. The traps (except the last) shall be sprung as determined by an indicator or other device. The contestant in an inning shall shoot at five targets, one from each of the five traps, always knowing his last trap.

SECTION 2. In case of a broken target, the trap throwing such target shall be reloaded; and for it and the remaining unsprung traps, the Puller shall determine by the device a new combination, the previously sprung traps being omitted in this new combination.

RULE 17—Unknown Traps, Unknown Angles.

When unknown traps and unknown angles are used, the competition is conducted precisely as set forth in Rule 16, except that the angles are unknown.

RULE 18—Reversed Order.

The contestants shall shoot in squads of five. Contestant No. 1 has a target from No. 5 trap; contestant No. 2 has a target from No. 4 trap; Contestant No. 3 has a target from No. 3 trap; contestant No. 4 has a target from No. 2 trap; contestant No. 5 has a target from No. 1 trap. Then continue as set forth in Rule 13, Section 1.

RULE 19—Expert Rule, Rapid Fire.

Contestants shoot in squads of six, "walk around." An indicator or other device shall be used to determine the order in which the traps shall be sprung. No. 1 shoots at a target to be thrown from any one of the five traps; thereafter, as determined by the device, each contestant, in turn, shoots at a target from any one of the traps which remain filled; thus, for No. 1 there are five filled; for No. 2 there are four filled, and so soon on to No. 5 who has one filled, and that one is known. The sixth man is the pivot man. In case of a broken target or balk, the puller will observe the same procedure as in Rule 16, Section 2, except that the angles are unknown.

RULE 20—Shooting at Double Targets.

SECTION 1 In shooting at double targets it may be one man up, at fourteen yards, or squads at sixteen yards. Three traps shall be used. The Management will use Nos. 1, 2, 3, or Nos. 2, 3, 4, or Nos. 3, 4, 5, of a set of five traps. The first trap shall throw a left quarterer, the

second trap a straightaway, the third trap a right quarterer.

SECTION 2. The pairs shall be sprung in the following order: first pair from Nos. 1 and 2; second pair from Nos. 2 and 3; third pair from Nos. 1 and 3; fourth pair from Nos. 1 and 2; fifth pair from Nos. 2 and 3 and so on, in this order to the finish of the event. For each pair, the traps must be pulled simultaneously.

(See Diagram I, page 27.)

RULE 21—Sergeant System.

SECTION 1. In the Sergeant System, 3 traps placed four feet apart in a straight line shall be used.

SECTION 2. The firing points shall be in the segment of a circle whose radii are 16 yards.

SECTION 3. The firing points shall be three or five yards apart, between Nos. 1 and 5 consecutively.

(See Diagram II, page 32.)

SECTION 4. The flights shall be unknown angles.

RULE 22—Class Shooting.

Class shooting signifies that the contestants who tie for first, second, third, etc., have won the money allotted to their respective classes. They shall shoot off or divide the tie as the Management shall elect.

RULE 23—High Guns, High Scores.

High guns or high scores, signify that the contestants making the high scores take in the order of superiority all the cash or prizes. In case of ties, the high guns are determined by shooting off, miss, and out. The gun

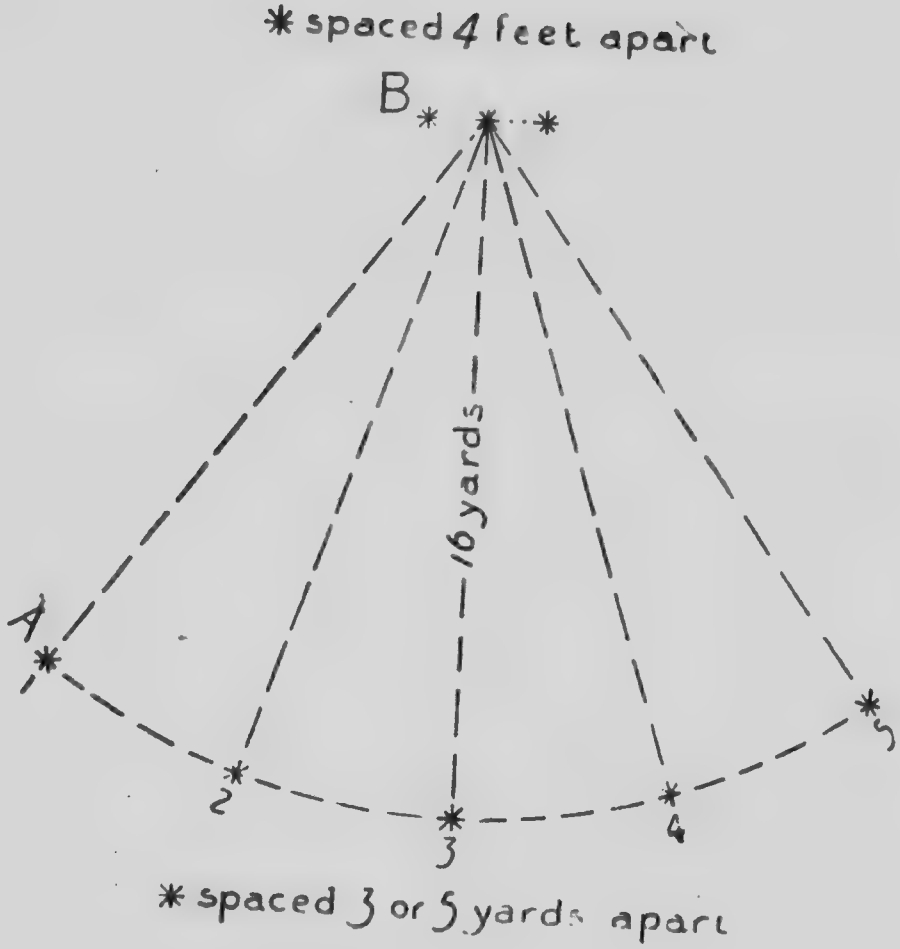

DIAGRAM II.

A — Firing Points, 1 to 5.
B — Traps.

which stays the longest is first ; the one which stays ne-longest is second, and so on, until the lists of money division or prizes is covered.

RULE 24—Ties.

In all trophy or championship events the ties shall be shot off at the original distance and at the original number of targets in the event to which the tie refers.

NOTE—The conditions governing the use of a magazine trap are precisely the same as those governing in the Sergeant system in Section 2, 3 and 4.

The Association having, by resolution, passed at its Annual Meeting held August 12, 1903, empowered the Executive Committee to prepare Trap Shooting Rules for the guidance of its members the foregoing were adopted 15, 1903.

A. W. THROOP,
Sec'y-Treas.

FRED WESTBROOK,
President.

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at Kansas City, Mo., April 14 to 17, 1903, in the hands of An Amateur. Largest tournament ever held. The Two-Man Team Championship of Canada, was won at "Woodbine Park," Toronto, Aug. 12 to 15, 1903,.

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VARIOUS SYSTEMS FOR DIVIDING PURSES AT TOURNAMENTS.

THE ROSE SYSTEM.

PROBABLY the most meritorious of all systems is what is known as the Rose system, originated by Mr. A. R. Rose, of Salida, Col. Mr. Rose establishes a given number of points for the respective moneys. The scale he suggests is as follows :—

Two moneys ratio,	5-3.
Three moneys ratio,	5-3-2.
Four moneys ratio,	5-3-2-1.
Five moneys ratio,	8-5-3-2-1.
Six moneys ratio,	13-8-5-3-2-1.

However, the above need not be accepted and the scale can be changed, and frequently is by those who apply it. In many instances the scale for four moneys is 7-5-3-2. This is one of the features of the system, for with a little study it can be adjusted to suit any class of contestants. The best method of applying the system is to take a book and rule off four columns, and when the returns of each event go into the cashier's office enter the names of the contestants in the first column ; in the next column place the score ; in the third column credit the points scored by those in the money ; and in the last column place the amount due each individual.

When the event is shot out add up the total number of points scored, dividing the purse by this number,

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though always deduct the price of targets first. The value of a point is now established; and it now only remains to multiply the value of a point by the number of points scored by each contestant, which gives the amount each is entitled to.

In order to make it as explicit as possible, an event is here worked out and arranged in the manner in which it should appear in the cash book. This is a 15-target event, entrance $1.50—four moneys—ratio 5-3-2-1. Targets one cent.

	Score	Points	Amount due.
Thompson,	13	2	$2.10
Gambell,	12	1	1 05
Sims,	12	1	1.05
Neeley,	14	3	3.15
Dumas,	10	—	—
Lyons,	11	—	—
Howe,	8	—	—
Dickins,	14	3	3.15
Bernard,	11	—	—
Williams,	11	—	—
Frank,	15	5	5.25
Arnold,	10	—	—
Gray,	11	—	—
Dering,	14	3	3.15
		18	$18.90
14 entries, $1.50 purse,			$21.00
210 targets, one cent each,			2.10
Purse.			$18.90

Points, 18) 18.90 (1.05, value of point.

HIGH GUN SYSTEM.

This system of division is becoming more popular as the shooters of the country begin to properly comprehend it. Many infer that this means only three, four, or five high guns, and therefore believe that it is impracticable. While this is true in some respects, it need not necessarily be the case, for the scope of the system can be so extended as to assure a fixed number of the participants a part of

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the purse. If desired, there could be two moneys for every five entries; thus if there were fifty entries there would be twenty high guns. Supposing a fifteen-bird event was shot on this basis, it would result in six men scoring straight, eight finishing with 14 and ten with 13. The six straight men would take the first six moneys and divide it equally among themselves. The eight 14's would take the next eight moneys and do likewise, while the ten 13's would divide the remaining six moneys. Thus twenty-four out of fifty would get a part of the purse. In order to make the application of the system as simple as possible, appended a scale ranging from two to twenty high guns:

Two moneys, 60 and 40.
Three moneys, 50-30-20.
Four moneys, 40-30-20-10 or 35-30-20-15.
Five moneys, 30-25-20-15-10.
Six moneys, 27-23-17-13-11-9.
Seven moneys, 25-20-15-13-12-10-5.
Eight moneys, 23-18-16-13-9-8-7-6.
Nine moneys, 22-18-15-12-10-8-6-5-4.
Ten moneys, 21-16-13-11-10-9-7-5-4-4.
Eleven moneys, 20-16-13-10-9-7-6-6-5-4-4.
Twelve moneys, 18-15-13-10-9-8-7-6-5-4-3-2.
Thirteen moneys, 17-14-12-10-8-7-6-6-5-5-4-3-3.
Fourteen moneys, 17-14-12-10-8-7-6-5-5-4-4-3-3-2.
Fifteen moneys, 16-13-11-8-7-7-6-6-5-5-4-4-3-3-2.
Sixteen moneys, 16-13-11-8-8-7-6-5-5-4 4-3-3-3-2-2.
Seventeen moneys, 15-13-10-8-8-7-6-5-5-4-4-3-3-3-2-2-2.
Eighteen moneys, 14-12-10-8-8-7-6-5-5-4-4-3-3-3-2-2-2-2.
Nineteen moneys, 14-12-9-8-7-6-6-5-5-4-4-3-3-3-3-2-2-2-2.
Twenty moneys, 14-11-9-8-7-6-6-5-5-4-4-3-3-3-2-2-2-2-2-2.

The above can be accepted as submitted or can be used as a basis to arrange a scale that will be satisfac-

U.M.C.

LOADED SHOT SHELLS

Won High Average at the Third Annual Tournament of The Dominion of Canada Trap Shooting and Game Protective Association, at Woodbine Park, Toronto, August 12 to 15, 1903.

Mr. Rolla O. Heikes broke 671 out of a possible 740 flying targets, taking High Average for the four days.

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tory; the main object being to convey the principle on which the system works.

NOTE—The above examples are taken from "The Trap Shooter's Guide," published by The Winchester Repeating Arms Company, who have kindly given the Association permission to use them.

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TWO-MEN TEAM, FIVE-MEN TEAM AND INDIVIDUAL,

was won by

WINCHESTER

Factory Loaded "LEADER" Shells

at the Third Annual Target Tournament of The Dominion of Canada Trap Shooting and Game Protective Association, held in Toronto, Aug. 12 to 15, 1903. A record of the four days' shoot follows:

1st Day: High average for day by Capt. Higginson, of Buckingham, Que.

2nd Day: Two Men Team Championship of Canada, 20 targets per man, won by Messrs. McGill and Wakefield, Toronto, with a score of 37.

High Average for day won by F. Westbrook, of Brantford.

3rd Day: Parker Gun, won by Mr. Hovey, of Clinton, who also won high average.

4th Day: Grand Canadian Handicap 100 targets, won by Mr. Craig, of Sherbrooke, with a score of 93.

Mail Trophy, the most important trap shooting trophy in Canada, emblematic of Five Man Team Championship of Canada, won by Brantford Gun Club Team, with score of 222 out of 250.

The Montreal Rolling Mills Company Cup emblematic of Individual Championship of Canada, won by Mr. Bain, of Winnipeg, with score of 48 out of 50 targets.

High average for four days—"Beresford Cigar" Cup, won by Mr. Hovey.

All the shooters mentioned above used **Winchester Factory Loaded "LEADER" Shells.** The fact that they won reflects not only credit upon themselves, but also testifies to the uniformity, reliability and good shooting qualities of **Winchester Factory Loaded "LEADER" Shells.** If the shells had been poor, the shooters would not have won, no matter how good they were. It pays to buy the reliable kind. See that you get **Winchester Factory Loaded Shells** next time.

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